AGURI SUZUKI F-1 SUPER DRIVING

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

ALTRON CORPORATION

AGURI SUZUKI F-1 SUPER DRIVING

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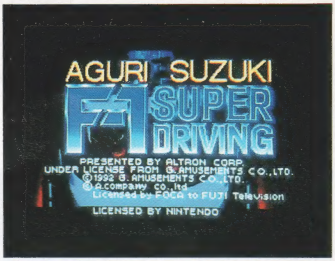
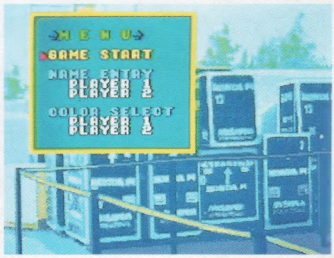
GETTING STARTED

Insert the game cartridge into the game console and switch the power ON. The Altron logo and title screen will appear. Press the Start button and the MAIN MENU screen will then appear.



TITLE SCREEN

You will see three categories: Game Start, Name Entry, and Colour Select. You can move between these categories by using the up or down arrows on the control pad. To select one of the categories push the **A** button, to return to the MAIN MENU screen press the **B** button.

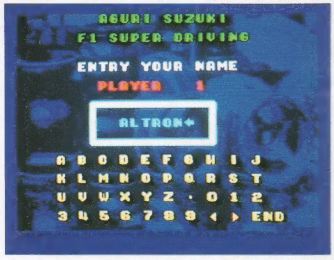


MAIN MENU

MAIN MENU MODE

GAME START

Selecting this will take you to the GAME MODE screen. This screen allows you to select what kind of game you want to play, lap records and options. More about this screen in a little bit. You first will want to enter your name and the colour of car you want to drive. If you are playing against a friend, he/she will also enter his/her name at this time.



NAME ENTRY SCREEN

NAME ENTRY

This allows you to enter your name and if playing against a friend, his/her name. You will see a big box in the centre of the screen with a grid of letters and numbers below. Use the arrow keys on the control pad to find the letter you want (the letter will be blinking). Push the **A** button to select the letter. To delete a letter simply select, pushing the **A** button, the left arrow on the bottom of the screen next to the word END. To skip a space select the right arrow next to the word END. When you are finished, select the word END at the lower right hand corner of the screen. You can use up to six letters.

COLOUR SELECT

This allows you (and friend) to select what colour of car you want to drive. You can choose one car from six different ones. Only three cars are shown at one time on the screen. To see the other three cars use the right or left arrows on the control pad. As before, use the **A** button to make your selection.

GAME MODE SCREEN

You get to this screen by selecting the game start option from the MAIN MENU. In the GAME MODE screen you will see six categories: vs 2nd Player, vs Aguri, Championship, Free Practice, Lap Records, and Options.

To select any of these categories push the **A** button, to return press **B**.

vs 2nd Player

This allows two players to play against each other at the same time.

vs Aguri

In this mode you race against Aguri.

Championship

This is the Championship Grand Prix race. You race continuously in all 16 F-1 courses, you cannot chose the courses yourself. The courses are designed after the actual courses and are quite realistic by giving you the feel and scenery of being on the actual course.

Free Practice

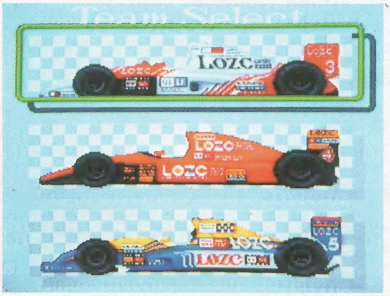
Here you are free to experiment with different weather conditions and different tunings to your car. You can also select any course you wish.

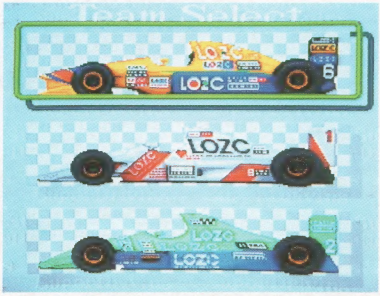
Lap Records

The best eight lap records for each course plus the 2 optional courses are recorded here. Use the left and right arrow buttons on the control pad to see the different lap records.

Options

In this mode you can select the type of control pad, the number of laps for the two player mode and mono or stereo sound. To cancel the game during a race push buttons **A, B, X** and **Y** at the same time.



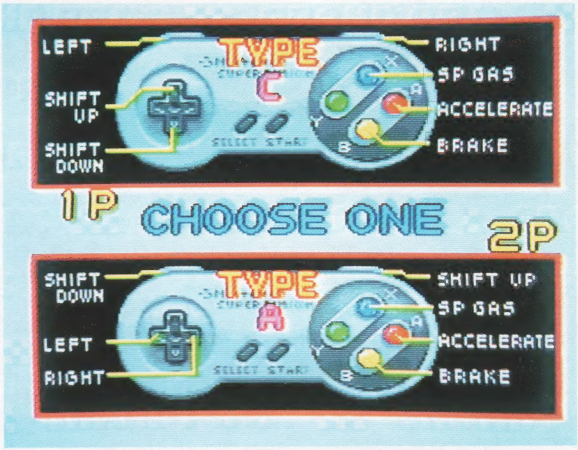


OPTIONS

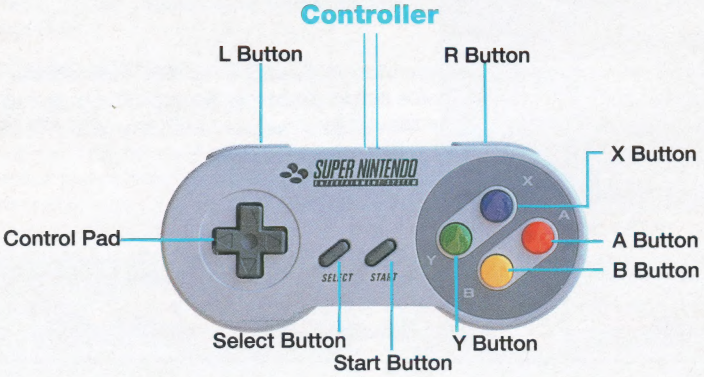
Controller Select

There are 7 types of controllers, A to G. You can select any of these with the joy pad and decide with the **A** button.

Controller selection screen



Controller



vs Mode Laps

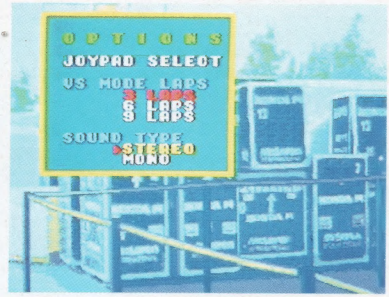
When playing in the two player mode you use this option to select how many laps you want to play for each race (3,6 or 9). Select the amount of laps by using the **A** button.

Type	Right	Left	Shift Up	Shift Down	Accel	Brake	Sp Gas
A	→	←	R	L	A	B	X
B	→	←	↓	↑	A	B	X
C	R	L	↑	↓	A	B	X
D	→	←	R • ↑	L • ↓	B	Y	A
E	→	←	L • ↑	R • ↓	Y	A	B
F	→	←	L • ↑	R • ↓	Y	B	A
G	→	←	R	L	B	X • Y	A

→ Shows Control Pad button

Sound Type

One speaker system , select mono. Two speaker system select stereo.After you have chosen all the options you want, return to the GAME MODE screen by selecting the **B** button.



Start Button

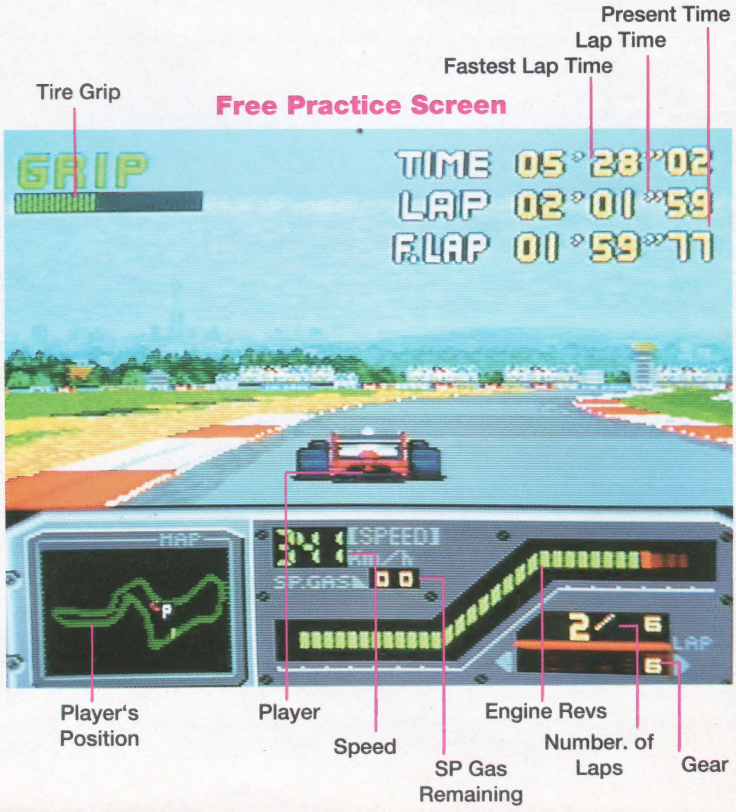
Push the Start Button to pause the game. The game cannot be paused during a pit stop.

*To exit from the Option mode push the **B** button.*

THE FREE PRACTICE MODE

The free practice mode gives you the freedom to experiment with different courses, weather conditions and most important, it allows you to play with the many tunings that will make the difference when you race head-to-head with the big boys.

After you select "Free Practice Mode" from the GAME MODE screen you will see the FREE PRACTICE screen with five categories written in big letters. These categories are: Courses, Weather, Settings, Practice and Exit.



Courses

Here you can see any course you wish by pushing the right and left arrow keys on your control pad. Also notice that just above the diagram of the course there is a box with Aguri Suzuki's advice about the course. Use the up and down keys to scroll through Mr. Suzuki's advice. Once you've found the course you like, push the **A** button to select it.

Weather

Use the right and left arrow keys to see the different weather conditions you can drive in. Notice how the picture and temperature change as you scroll through the different conditions. Also take special note that you can only alter the weather during the free practice runs. You will not be able to change the weather during competition.

Settings

This is where you fine tune your car to adjust to different driving conditions. There are a total of 11 different areas where you can tune your car plus the recommended tuning of Aguri Suzuki. If you are not sure about what tunings to use then simply use Aguri Suzuki's tuning. However to take full advantage of the game it is best to learn how each area affects your car's performance. When you are done select "exit" to return to the FREE PRACTICE screen.

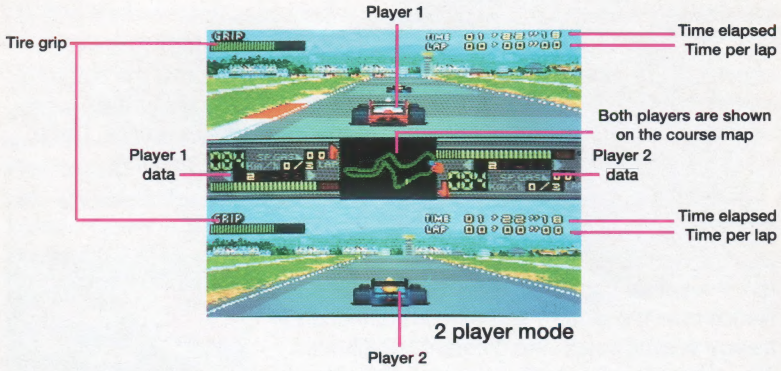
Practice

You are out on the track testing your car's performance in the weather condition you selected. This is the perfect time to try something new and experiment with different tunings. As you get better you can shoot for fast times and ultimately race with the pros.

Exit

This will take you back to the GAME MODE screen.

THE VS 2ND PLAYER MODE



When you select the VS 2nd player mode from the GAME MODE screen you will see the "1P VS 2P" screen.

Here two players can play simultaneously against each other. See page 10 for details on how to set the game. As in the "FREE PRACTICE" screen you will see five categories written in big letters on the "1P VS 2P" screen. These categories are: Courses, Weather, Setting, Race and Exit.

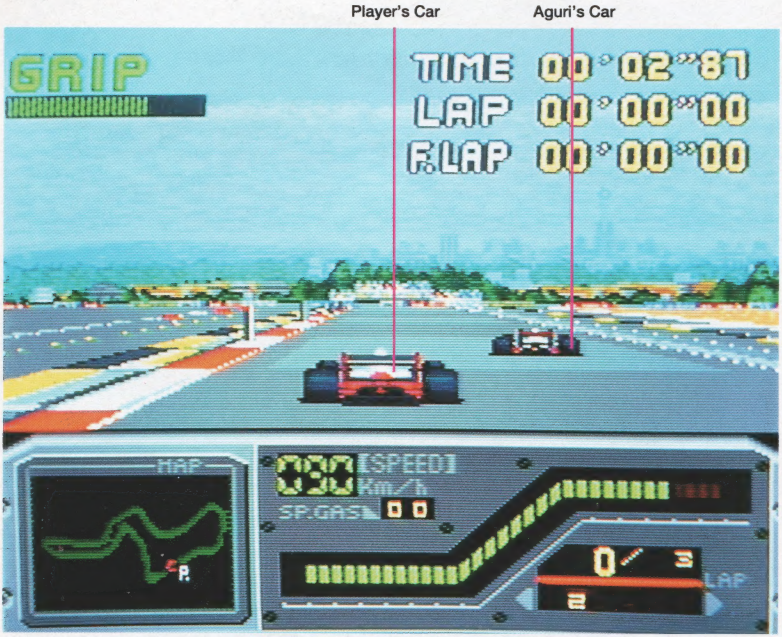
There are however a couple things which differ from the "FREE PRACTICE" screen. Even though you can select any course you like you can only see what the weather conditions are like. You cannot change the weather conditions in this mode.

Under the setting menu you will see two settings one for player 1 and one for player 2.

Instead of "Practice" you have "Race" in the 1P VS 2P screen. The screen is divided into two sections. The upper part shows Player 1s car and the lower part shows Player 2s car. Use the OPTIONS MODE from the GAME MODE screen to select the number of laps.

VS AGURI MODE

You are racing against Aguri himself! Don't take this too lightly! He will have a finely tuned car, so this will be a good opportunity to show your stuff. You can also learn how Aguri drives taking tips from his technique. The conditions are the same as the "vs 2nd player mode".



VS Aguri Mode

CHAMPIONSHIP MODE

This is the big time where you drive with all the top F-1 drivers such as N. Mansell. All 16 course are very accurately reproduced to add a sense of realism to the race. Notice under the championship mode there are two options; “continue” and “new game”. “Continue”, begins from a previously saved game while “New Game” starts a whole new championship round.

The championship mode differs from "vs 2nd player mode" and "vs Aguri mode" in that you cannot chose which course to race on. The race begins with South Africa and continues through the other courses in order. Also you cannot select tuning options until you first gain points.

Main Menu Screen

Setting Mode Screen

There are six laps in one race, and the winner is decided by the time. The driver obtains points according to the finishing order. Each driver will get 500 Points if he can finish the race.

Championship Mode Screen

Qualification

Qualification Screen

You begin the championship round by first going through a qualifying race. You have to finish two laps in the qualification race. The first lap will not be counted so don't drive too fast or you will wear out your tire grip. Use Q tires to get the best result in the qualification race. The time will be counted for the second lap and this lap time will determine your starting slot. After the qualification, you will return back to the setting mode so you can tune your car and change your tires.

Pit Stop Screen

Pit Stop Screen

During the race the tires will gradually lose their grip and your car will easily spin out. Check the tire grip indicator on the upper left of the screen. If the tires start losing their grip find the PIT STOP sign in the middle of the screen, slow down and enter the Pit road. Select the tire with the control pad and use the **A** button to decide which tires you want. After finishing the tire change reenter the race course. The time during the Pit Stop is counted so select your tires quickly.

Note:

- No Goal after Pit Stop: The player cannot finish the race if he enters the Pit in the final lap. In that case he will have to run another lap to finish.

  You cannot pause the game during a Pit Stop.

HINTS FOR WINNING

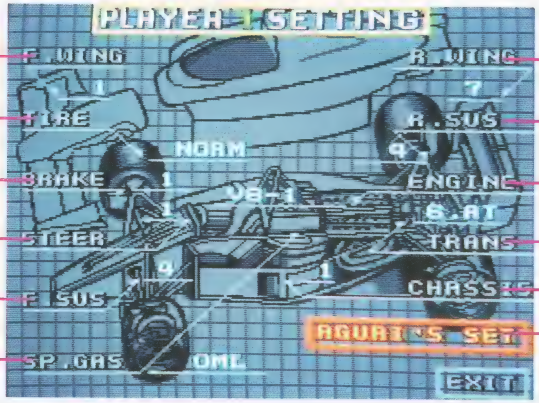
- In the championship race the player will only get a V-8 engine to start. Try your best to race with this V-8 engine in the first four Grand Prix races and do not spend points to get SP Gas or other parts. As soon as you obtain enough points change your engine to a V-10 engine.

- For the driving technique, try to master pumping brakes (brake slightly several times) and use delicate acceleration before the curves. Also to gain speed use the SP Gas effectively after manoeuvering a curve.

- As a special technique try to master the spin turn. When you spin on the course push the acceleration button intermittently and time it so that you can regain your driving position and speed without losing too much time.

- During the race when a car crashes with another car, the one who hit from the back will spin. Try to avoid crashes, however you can also use this to slow down your competitor.

DETAILS OF TUNING YOUR CAR



The way your car is tuned is very important in winning the race. Carefully select and adjust the parts. Use the control pad to select the area that is to be tuned and the **A** button to go to the parts selection screen. Go to EXIT after finishing with the car tuning.

Aguri's Set

You can select Aguri's tuning suggestions by selecting this set. For those who find it difficult to tune their machine, use this set as a practice.

The following are details for each tuning area:

F. Wing

The Front wing is located at the front of the machine and is used to adjust the downforce wind. The stronger the downforce is, the more stable the car is at the corners but it will slow down the speed. Use the control pad to select the parts and EXIT to return back to the main setting screen.

Tires

There are 7 types of tires. They are divided into two groups. SLICK tires are for normal weather and RAIN tires are for rainy weather. The softer the tire the better the grip, however soft tires wear quicker. Q tires are especially soft and have high grip, they are especially good for qualification races.

Brakes

Good brakes are an important factor in shortening the lap time, it will allow the player to drive fast and also brake at the last minute before entering into a corner. HARD brake will brake faster than SOFT brake. However hard brake will not always be the best choice, remember that the balance between the brake and the machine is a more important factor.

Steering

The steering handling can be adjusted into 4 steps, from QUICK to SLOW. Quick handling will make the reaction of the steering wheel fast and Slow handling will have a slow reaction.

F. Sus.

Front suspension holds the front wheels and stabilizes the car. SOFT suspension will lower the tire grip but on other hand will also slow the tire wear. Hard suspension will increase the tire grip but also hasten the tire wear.

SP Gas

Special gasoline gives explosive acceleration, it is very effective at the start or after slowdown at a corner. However this will not increase the top speed and has no effect on an already fast running machine. The player can collect normal gasoline, 20 ml Special gasoline, or 50 ml special gasoline. Note that 50 ml special gasoline will increase the weight of the machine.

R. Wing

As with the front wing the rear wing also cause the downforce wind to stabilize the machine at high speed and at the corners. Precaution should be made in the balance between the front and the rear wing, also watch and tune the balance of the tail slide.

R. Sus.

The rear suspension has a similar effect to the tires as with the front suspension, Hard setting will help avoid tail sliding at corners but will hasten tire wear.

Engine

There are a total of 6 types of engines. Two each of V-8, V-10, and V-12. Each engine has different horse power and torque. A V-8 engine has a big torque at low revs and is good for city courses and corners. V-12 has high power at high revs and has good acceleration on straight courses. V-10 has a good torque and power balance. In the championship race the player starts with a V-8 engine and has to earn points before being able to change to a V-10 or a V-12 engine.

Trans

The transmission plays a great role in deciding the top speed and the engine revs. The player should select a transmission that matches with his engine. There are three types of transmissions: 4.MT is a 4 speed manual transmission. 7.MT is a 7 speed manual transmission and 6.AT is a 6 speed automatic transmission. Mastering the 7.MT will help shorten lap times.

Chassis

The Chassis is the body of the machine, it holds the driver and all the parts together, and is to be made strong and light with special materials like carbon. Heavy chassis will decrease speed and lower the braking power. There are three types of chassis: 540 kg, 520 kg, and 500 kg.

Aguri's Set

This tuning is based on Aguri's best choices, however as it is a professional driver's choice, in some cases the control and handling need a high level technique. The player cannot select this tuning set in the Championship Mode.

RACE COURSES

All courses are designed with accuracy according to the actual 16 GP world courses. And besides these GP courses two optional courses are also added. On each course the player will find Aguri's advice. Use the control pad for scrolling the courses and Aguri's advice. In the championship mode the player cannot select the courses.

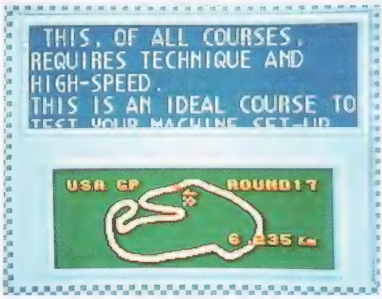
The two optional courses are as follows:

USA GP 6,235 km

This course is good for technical practice. It has a lot of curves and high speed runs. It is best for testing the tuned machine and to demonstrate Aguri's technique.

Oval Course 2,025 km

This course is good to test the limit of the top speed and cornering ability of the machine. Its simple layout and design is good for training purposes.



USA GP

Oval Course

After finishing each race in the championship race, the screen will change to the RESULT screen. The drivers' finishing order and their times will be indicated and then the screen will go to the DRIVER'S POINT screen. Here the total points and the order will be displayed.

NOTE: All time calculation is based on 59'59"99 system.

Driver's Point Screen

B. Gachot
E. Comas
G. Berger
I. Capelli
J. Alesi
J. Herbert
J.J. Lehto
M. Alboreto
M. Brundle
M. Gugelmin
M. Hakkinen
N. Mansell
R. Patrese
S. Modena
T. Boutsen

YOU ARE COMPETING WITH THE WORLD'S TOP DRIVERS!

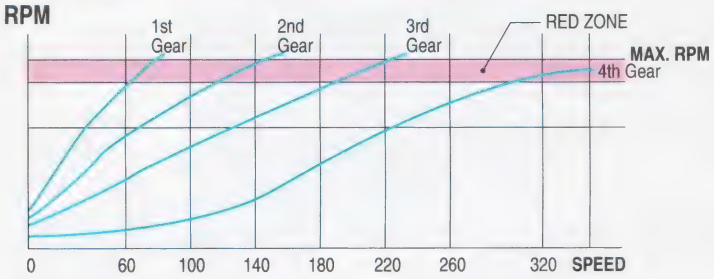
In addition to the excitement of the championship race the player will find himself competing not only with Aguri Suzuki, but also with other world top drivers.

GEAR RATIO

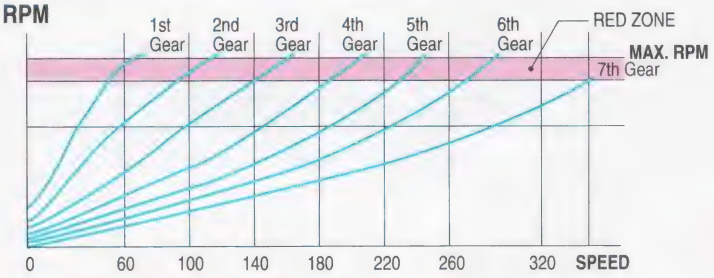
Learn the transmission and engine characteristics to get the best results out of your car.

To become an excellent F-1 driver, learn the characteristics of the gear and torque ratios and put together a perfect combination. Study the charts to find the best combinations.

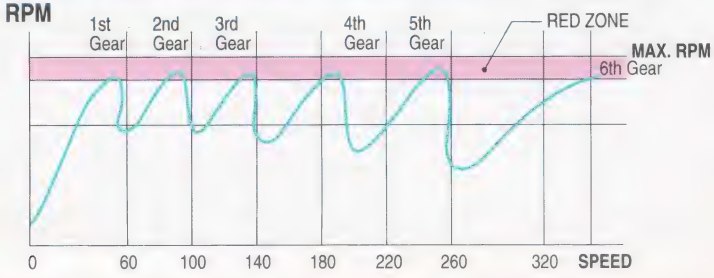
● 4MT (4-Speed Manual Transmission)



● 7MT (7-Speed Manual Transmission)

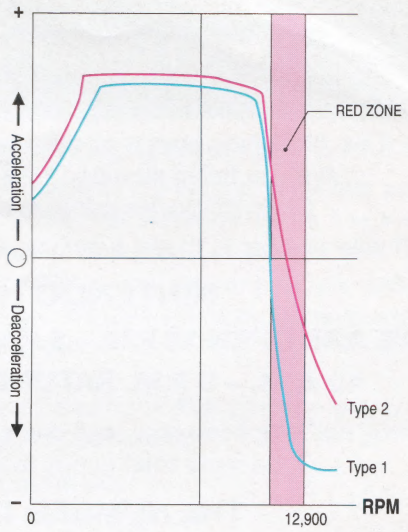


● 6AT (6-Speed Automatic Transmission)

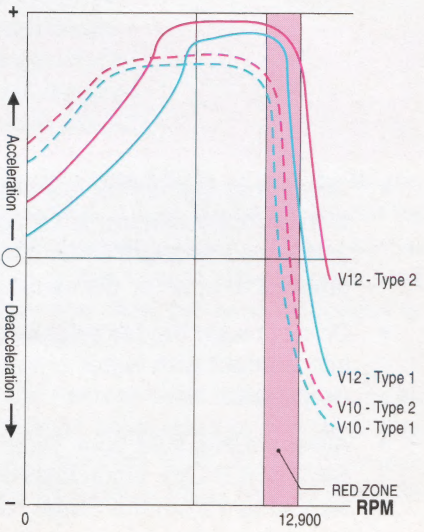


TORQUE RATIO

- **V8 Engine (Type 1/Type 2)**



- **V10 Engine (Type 1/Type 2)**
- **V12 Engine (Type 1/Type 2)**



NINTENDO HOTLINE

Do you have a question about game play?
Are you being stomped by a Thwomp in Mario 3?
Or do gargoyles gang up on your Game Boy?

If your answer to these questions is yes, then why not call the

NINTENDO HOTLINE

WE ARE OPEN 12 P.M. – 8 P.M. MONDAY TO FRIDAY

10 A.M. – 3 P.M. SATURDAY AND SUNDAY

Why not telephone now, and one of our expert counsellors will be more than happy to answer your call.

THE NUMBER TO CALL IS

0703 652222

TAKING CARE OF YOUR ALTRON GAME

- This Altron Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

0492

90-DAY LIMITED WARRANTY

Super Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Super Nintendo Game Pak («PAK») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

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Tel: (0329) 243 300

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